CONTENTS

STARTING THE GAME 2

COMMAND REFERENCE 3

INTRODUCTION 4

SETTING UP THE GAME: THE SAFE HOUSE 5

- NEW GAME/ NEXT MISSION 5
- SAVE, LOAD AND RECORDS 5
- GALLERY 6
- MULTIPLAYER 6
- OPTIONS 7

PLAYING THE GAME 9

- PAUSE SCREEN 9
- COMPASS 10
- ITEMS 11
- MISSION RATINGS 12
- REWARDS AND MEDALS 13
- NEW FEATURES IN MEDAL OF HONOR UNDERGROUND™ 14

MEDAL OF HONOR™ 15

SAVING/LOADING GAMES 17

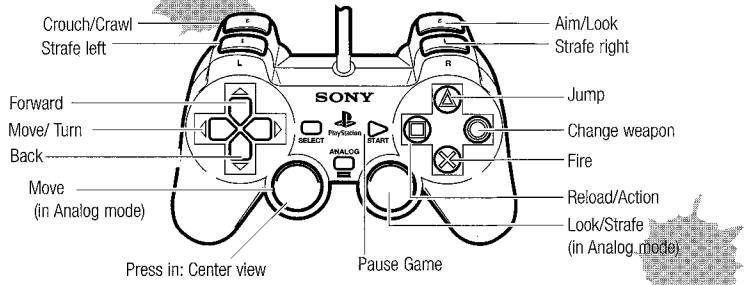
CREDITS 18

WARRANTY 20

For more info about this and other titles, check out EA GAMES™ on the web at **www.eagames.com**.

GAME CONTROLS

These are the basic commands for Controller Configuration 2 (default). Four other configurations are offered for users with DUALSHOCK analog controllers (▷ *Controller* on p.8).



NOTE: If a DUALSHOCK analog controller is plugged in, the ANALOG mode switch will always default to ON as each level is loaded.

INTRODUCTION

In *Medal of Honor*, Manon's work in the French Resistance proved vital to your cause. Now, it's 1940, and *Medal of Honor Underground* returns to Europe to tell her story. Manon's country has been invaded, and help won't arrive for four long years. So... what's a girl to do? Lead Manon from her beginnings in the Resistance to her recruitment by the OSS to thwart the German onslaught. Armed with an arsenal of new weapons, you battle tanks, half-tracks, motorcycles, and Gestapo thugs across a wide variety of authentic WWII locations in Europe and North Africa. From the cobblestone streets of Paris to the narrow alleyways of Casablanca, from a doomed Italian monastery to Himmler's dark medieval castle in Germany, undertake challenging missions to outwit and outgun the enemy. Procured weapons, expert stealth, and a poised trigger finger—you'll need them all to become a seasoned OSS veteran and to return home to take your part in the liberation of your nation.

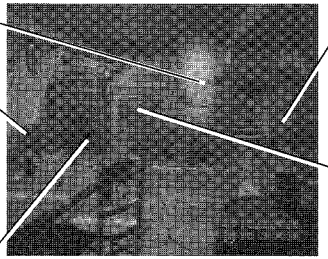
SETTING UP THE GAME: THE SAFE HOUSE

Before you set out on your first mission, take a moment to orient yourself and choose a game setup. The Safe House serves as your main menu. From here you can start a new mission, learn more about the war and Underground, load or save a game, or select new game options.

NEW GAME: If you have already started a new game, this option reads Next Mission

GALLERY: View archival footage and background information about the game (▷ *Gallery*, p. 6)

MULTIPLAYER: Go head-to-head against a friend (▷ *Multiplayer* p. 6)



SAVE, LOAD AND RECORDS: Start a new game, load a saved one, view records on your completed missions (▷ *Save, Load and Records* below)

OPTIONS: Adjust gameplay options such as sound and controller configurations (▷ *Options*, p. 7).

NEW GAME/ NEXT MISSION

Start a new game or begin the next mission in your current game. If a game is currently loaded, you must start a New Game from Save, Load and Records.

SAVE, LOAD AND RECORDS

Here you can review your achievements as well as save and load games or begin a new game.

MISSION LOG Display a list of completed missions, which are available for replay.

NEW GAME	Start a new game.
PERSONAL RECORDS	View a record of your performance and mementos earned.
LOAD GAME	Load a previously saved game (➢ *Saving/Loading Games* on p. 17).
SAVE GAME	Save the current game (➢ *Saving/Loading Games* on p. 17).

GALLERY

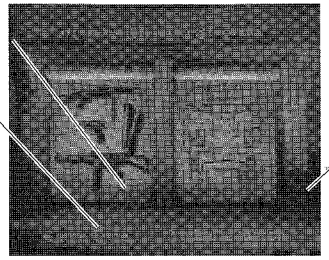
You will unlock each Mission Gallery after successfully completing the mission. The best OSS agents are the best-educated OSS agents. Enter the Gallery to view actual footage from WWII, highlighting events mirrored in each of *Medal of Honor Underground's* missions, as well as a slide show on the making of *Medal of Honor Underground.* You can also check out the Credits and see the troops behind *Medal of Honor Underground.*

MULTIPLAYER

In *Medal of Honor Underground,* you and another player can go against each other head-to-head using a variety of weapons.

NOTE: Make sure two controllers are connected to the PlayStation game console before entering Multiplayer mode.

START GAME	Throws you and your opponent right into a Multiplayer melee.
GAME TYPE	Pick your battle arena, weapon set and game type.
UNIFORM	Player 1 and Player 2 choose their multiplayer characters. You can earn more characters as you advance through single player games. All characters are equal in terms of ability and weapon inventory.


Select weapons
(➢ *Weapons* on p.11)
SELECT GAME TYPE: Choose between a Timed Match of 2, 5, 10, or 21 minutes or an unlimited time, or a First to X Wins match of 3, 10, or 21 wins
SELECT THEATER: Select the arena in which your battle takes place. Wind your way through labyrinthine cities, abandoned castles, mountain fortresses, and more.

NOTE: There are a total of six arenas; four are available to you initially, the other two you have to earn (➢ *How Secret Codes Work,* p.9).

USERS WITH A MONO TV

For a multiplayer game set the game to mono mode or use a Y-connector to combine left and right audio channels.

OPTIONS

Customize the game to your liking.

DIFFICULTY

EASY (Default)	Start every level with full health and enemies are easier to hit.
MEDIUM	Start each level with at least 50% health; if you finish a level with more than 1/2 your health, it carries over.
HARD	Just like real life, the health you had carries over level to level.

CONTROLLER

PLAYER 1/PLAYER 2	Press the D-Button ↔ to toggle between player 1 and 2 controllers. Press ✖ to select a controller to configure.
CONFIGURE	Use the D-Button to browse and press ✖ to select from the list of five controller configurations. Configurations 1, 3, 4, 5 will only work with DUALSHOCK analog controllers.
INVERT Y AXIS	When ON, reverses your up/down axis.
ZOOM AIM	When ON, your view zooms in when you aim your weapon.
FAST AIM	When ON, your aiming reticule (or crosshair) moves faster.
CROSS HAIRS	When ON, The aiming cross hairs will be on screen at all times.
VIBRATION	When ON, your controller vibrates when you take damage or when you fire a higher-powered weapon.

NOTE: Vibration only works with DUALSHOCK analog controllers.

AUDIO

SOUND EFFECTS	Press ✖ to set game sound effects volume level.
BACKGROUND	Press ✖ to set game background music volume level.
STEREO/MONO	Press ✖ to toggle between STEREO and MONO.
MUSIC ON/ MUSIC OFF	Press ✖ to toggle music ON or OFF.

HOW PASSWORDS WORK

Keep an eye on local media for recently released passwords. Enter these passwords into the Morse Code Transmitter to unlock new secret codes. If you enter the Code correctly, the transmitter will flash green. You can now go to the secret codes screen and activate the code you just unlocked. To get to the password screen, select Options from the Main Menu (known as the "Safe House") and then select Passwords.

HOW SECRET CODES WORK

You must finish a mission with excellent ratings on each level to unlock a Secret Code. Once a code is unlocked, look for it on the Secret Codes screen. You may then choose to activate the code and use it. Some secret codes will only affect levels that you have already successfully completed. To get to the secret codes screen, select Options from the Main Menu (known as the "Safe House") and then select Secret Codes.

PLAYING THE GAME

With the basic controller commands at your disposal, you are well equipped to meet the enemy. However, you need to know more than just how to aim and shoot to survive your missions.

PAUSE SCREEN

You may pause the game at any time during play by pressing the START Button. The Pause Screen lists your objectives for the current level. A red box next to an objective indicates that you have completed that objective. The screen also lists the number of enemies neutralized for that level.

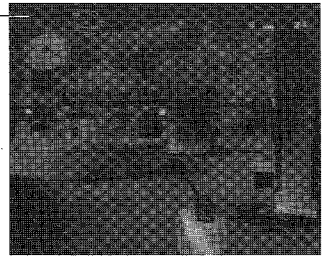
QUIT (RETURN TO THE SAFE HOUSE)/CONTINUE

From the Pause Screen you may quit your current game and return to the Safe House, or you may continue playing your current game.

- To quit, press the D-Button ↔ to highlight Quit, then press ✖ to select. On the next screen, press the D-Button ↔ to highlight Yes, then press ✖ to select.
- To continue playing your current game, press the D-Button, ↔ to highlight **CONTINUE**, then press ✖.

COMPASS

In addition to aiding you in navigating the levels, the compass serves two other functions.



One function of your compass is to serve as a hit location indicator. When an enemy bullet hits you, a quadrant of the compass lights up indicating the direction from which the bullet came. Multiple bullets from different directions will light up multiple quadrants.

The other function of the compass is to serve as a health meter with green indicating full health. As you take damage the meter turns red. When the meter runs out, your life is over.

ITEMS

Look for items to help you complete your missions.

- Pick up items by walking over them.

AMMO

The ammunition in *Medal of Honor Underground* is divided into several categories: Pistol, Rifle, Sub-Machine Gun/Automatic, Grenade, Bazooka, and Shotgun.

WEAPONS

Pistols	• Colt 1911A1 • HiStandard Silenced Pistol • German Walther P38 * • Big Joe Crossbow
Rifles	• Gewehr 43 (S) * • Rifle with scope
Submachine Guns/Automatic	• Sturmgewehr 44 (StG 44) Assualt Rifle * • Sten SMG * • MP40 SMG* • Browning Automatic Rifle
Grenades	• Petrol bombs • Stielhandgranate Stick grenade(German Grenade)*
Heavy Weapons	• W-12 Riot Shotgun • Panzerfaust* • Bazooka

*also used by the enemy.

HEALTH

When a bullet hits you, your health meter drops (▷ *Compass* on p. 10). To restore your health, look for the following items:

Medicinal Canteen	Restores 10% of your total health
First Aid Kit	Restores 25% of your total health
Field Surgeon Pack	Restores 50% of your health

ALARMS

Certain facilities you infiltrate are equipped with alarm systems. If an enemy becomes alerted to your presence, he sets off an alarm to signal his companions. You can turn off any alarm, or even turn one on to draw out the enemy to an ambush. Set off or disable an alarm by walking up to one and pressing the action button.

EA TIP: You can permanently destroy an alarm by shooting it. Stand far away because it will explode.

MISSION RATINGS

At the end of each level you receive a mission rating based on your performance during that level. Below are the ratings and how to earn them:

Average	Finish level
Good	Finish level and eliminate at least 95% of the enemies
Excellent	Finish level. Eliminate at least 95% of the enemies and finish with at least 75% health

REWARDS AND MEDALS

If you perform well enough in your campaign to disrupt the Nazi war machine and help end WWII, you may prove yourself worthy of the Legion of Honor.

MEMENTOS

You receive individual Mission Medals and Souvenirs by completing a mission with Excellent ratings on two of three, or three of four, levels. There are a total of eight Rewards you can receive through the course of the game.

Eight Mission Rewards:

• Jacques' Locket	• La Médaille de la Campagne d' Italie
• Foreign Legion's Badge	• Piece of Destroyed V1
• Photograph of Knossos	• La Croix de Guerre

The other two rewards you will have to discover for yourself.

EA TIP: Once you complete a level you can always replay it later (▷ *Mission Log*, p.5) and try for a better rating.

END OF GAME MEDALS

At the end of the game you earn a medal based on your performance through all the missions. If you are good enough to receive the Legion of Honor, you get a special movie and secret code.

- La Médaille de la France Libérée
- La Croix de la Libération
- Legion d'honneur

Complete all levels with an Excellent rating and receive a secret bonus award.

NEW FEATURES IN MEDAL OF HONOR UNDERGROUND

BUDDY MODE

Buddies will help you in certain missions. Some are important to keep alive until they perform a specific task that will help you in completing your mission. Pay attention to your surroundings and move cautiously so you don't miss clues as to who is important to your eventual mission success.

MOVING VEHICLES

When you see a moving vehicle, it is usually being used by an enemy. This is the case with tanks, halftracks, motorcycles with sidecars, etc. But sometimes you will hop on a vehicle and use its power or weapon to help you fulfill your mission.

DISGUISE MODE WITH CAMERA

If your pass isn't convincing them and the enemy is getting suspicious, take a picture of them with your camera. Sometimes flattery will work where phony credentials won't. To use the camera press and hold the AIM/LOOK Button to frame the picture then press the FIRE Button to take the shot. When not aiming the camera, press the FIRE Button to show your credentials.

MEDAL OF HONOR

The Medal of Honor is the highest honor the United States can bestow on members of its Armed Forces. It is presented by the President in the name of Congress, and is awarded "for conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force." One of the nation's oldest commendations, the Medal of Honor was established during the Civil War administration of Abraham Lincoln. (The first Medal was presented in 1863 to Army Private Jacob Parrot who, along with a small group of other Union soldiers, penetrated deep behind Confederate lines to destroy part of a railroad.) At the dawn of the 21st Century, after millions had served their country, only 3,433 Medals had been authorized.

About the Congressional Medal of Honor Society

In 1946, the Medal of Honor Society was formed to perpetuate and uphold the integrity of the Medal of Honor and to help the Medal of Honor recipients. On April 12, 1957, the 85th Congress passed legislation incorporating the Medal of Honor Society into the Congressional Medal of Honor Society (CMOHS) and was signed into law by President Eisenhower on August 5, 1958.

There are no "winners" of the Medal of Honor, only recipients. The CMOHS teaches young people that the Medal of Honor is about the potential which exists within each of them to do something extraordinary if time and events so conspire—it is about ordinary people doing what others deem to be extraordinary. The Medal is worn as a reminder to everyone that many have served and received no recognition in spite of merit. The society encourages every American to conduct themselves in such a manner that we, as a nation, are worthy of the sacrifices made by those who did not return from the field of battle.

DreamWorks Interactive™ and Electronic Arts™ are privileged to be partnered with CMOHS in the Society's continuing education and awareness efforts. You can learn more about the Society and the recipients at the Society website, located at www.cmohs.org.

LEGION OF HONOR

France's Légion d'honneur was established by Napoleon Bonaparte when he was First Consul in 1802 to acknowledge outstanding military and civil merits in the service of France. It is currently France's premiere order and is awarded for gallantry in action or for distinguished military or civilian service during peacetime to both French people as well as foreigners. The distinction of Légion d'honneur is divided into three grades: Knight, Officer and Commander, as well as two ranks : Grand Officer and Grand Cross. The Head of State is Grand Master by right, but it is the High Chancellor, named for six years, who administers the activities of the institution.

The first ceremony in which Napoleon bestowed the Légion d'honneur took place in the Invalides church in Paris on July 15th, 1804. During the ceremony, eminent civilian personalities received the Legion of Honor from the hands of their Emperor.

SAVING/LOADING GAMES

A saved game of *Medal of Honor Underground* requires 1 MEMORY CARD block.

How to SAVE a game:

You will be prompted to save your game after successfully completing a level. You can also save from the Main menu, as follows:

1. At the Save, Load and Records screen (▷ *Save, Load and Records* on p. 5), select Save Game.
2. Insert your MEMORY CARD and press ✖.
3. Choose the appropriate MEMORY CARD slot and press ✖.
4. Press the D-Button ↕ to the game you wish to save.
5. Press ✖ to save the game to the MEMORY CARD.

How to LOAD a previously saved game:

The selected game loads and resumes play at the start of the mission you last played.

1. At the Save, Load and Records screen, select Load Game.
2. Insert your MEMORY CARD and press ✖.
3. Choose the appropriate MEMORY CARD slot and press ✖.
4. Press the D-Button ↕ to the game you wish to resume.
5. Press ✖ to select and load that game.

NOTE: Never insert or remove a MEMORY CARD while loading or saving files.